

FACT SHEET

For more information, contact your local TRICARE Service Center at

Returning to CONUS during your sponsor's deployment

SUMMARY:

Active-Duty family members who return to CONUS during a sponsor's deployment may face out-of-pocket healthcare expenses.

DETAILS:

Active-Duty family members who return to a CONUS location that does not have a Military Treatment Facility or TRICARE Prime availability will be covered by TRICARE Standard.

While this means you will have additional freedom in choosing a healthcare provider, it also means you will have out-of-pocket expenses, as outlined below:

	E-4 & Below	E-5 & Above
Deductible (amount you pay before TRICARE benefits take effect)	\$50 per person or \$100 per family	\$150 per person or \$300 per family
Amount You Pay for Services	20 percent of allowable amount	20 percent of allowable amount
Amount TRICARE Pays for Services	80 percent of allowable amount	80 percent of allowable amount

WHAT TO DO:

Before leaving for the States, you should call the TRICARE region in which you will be staying to find out if you will be covered by TRICARE Prime or TRICARE Standard. If you plan to be in CONUS for more than 60 days, you need to have your enrollment transferred to that region or disenroll from TRICARE Prime. Contact one of the following TRICARE Regional Offices:

■ TRICARE North

1-877-TRICARE

Connecticut, Delaware, the District of Columbia, Illinois, Indiana, Kentucky, Maine, Maryland, Massachusetts, Michigan, New Hampshire, New Jersey, New York, North Carolina, Ohio, Pennsylvania, Rhode Island, Vermont, Virginia, West Virginia and Wisconsin

■ TRICARE South

1-800-444-5445

Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, Oklahoma, South Carolina, Tennessee and the eastern portion of Texas

TRICARE West.

1-888-TRIWEST

Alaska, Arizona, California, Colorado, Hawaii, Idaho, Iowa, Kansas, Minnesota, Missouri, Montana, Nebraska, Nevada, New Mexico, North Dakota, Oregon, South Dakota, the western portion of Texas, Utah, Washington and Wyoming